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Atari Online News, Etc.  
A-ONE Online Magazine  
Dana P. Jacobson, Publisher/Managing Editor  
Joseph Mirando, Managing Editor  
Rob Mahlert, Associate Editor

Atari Online News, Etc. Staff

Dana P. Jacobson -- Editor  
Joe Mirando -- "People Are Talking"  
Michael Burkley -- "Unabashed Atariophile"  
Albert Dayes -- "CC: Classic Chips"  
Rob Mahlert -- Web site  
Thomas J. Andrews -- "Keeper of the Flame"

With Contributions by:

Fred Horvat

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->From the Editor's Keyboard           "Saying it like it is!"
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Today marks the 70th anniversary of the Allied invasion in Normandy, "D-Day", during World War II. Many have claimed that this successful strategy was the turning point for the Allied forces. We should honor all of those who took part in this invasion, as well as all others who took part in this war.

Until next time...

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## Sony To Stop Selling PlayStation Portable

Sony Corp. is pulling the plug on its hand-held PlayStation Portable video game machine after 10 years.

The Japanese electronics and entertainment company has been pushing the successor machine, PlayStation Vita.

Tokyo-based Sony said Tuesday that PSP shipments ended in North America in January, will end in Japan this month and later this year in Europe.

Discounts on Vita and downloads are offered to Japanese PSP owners, but

are still undecided for those overseas.

More than 76 million PSP machines were sold, as of two years ago, the last time a tally was taken. The PSP went on sale in December 2004.

Machines devoted to games are struggling against the popularity of smartphones and other devices. Sony reported a \$1.3 billion loss for last fiscal year and is expecting to stay in the red this year.

Some analysts say the Vita has not sold in significant numbers. Sony does not release the cumulative global unit sales of the Vita and combines it with PSP tallies.

Sony's handheld game machine also faced stiff competition from Japanese rival Nintendo Co.'s 3DS. But Nintendo has also struggled to keep momentum going for its game machines.

### Get Over Here! New Mortal Kombat Coming in 2015

Scorpion, still angry.

Now that his stint overseeing weather conditions in the Northeast is over, Sub-Zero is getting back to what he does best: kicking butt.

After weeks of winks, whispers, and hints, Warner Bros. Interactive and developer NetherRealm Studios have officially announced Mortal Kombat X, the latest in the long-running fighting game series. It's due to land on the PS4, PS3, Xbox 360, Xbox One, and PC in 2015.

So what's new? Well, we're not really sure. The fancy debut trailer shows off some familiar moves and classic MK brutality (that knee isn't going to heal well), but other details are thin. It's also pretty clear that that isn't in-game footage.

A press release notes that the new game will feature a new fully-connected experience that launches players into a persistent online contest where every fight matters in a global battle for supremacy. Here's hoping that doesn't mean it's an always-online situation. Mortal Kombat X will also add variations to each character that will presumably change their move sets.

It's good news for gamers. Though the controversial fighting game franchise had a rough go over the past decade, it made a big comeback in 2011's eponymous Mortal Kombat reboot. Critics loved the game, and it sold more than 3 million copies.

We'll learn more about Mortal Kombat X at next week's E3 2014 conference in Los Angeles.

### Mario Kart 8 Sells Huge Over its First Weekend

Today, Nintendo revealed that its recently-released Wii U exclusive the eagerly-anticipated Mario Kart 8 had a stellar first weekend on the market. The game sold over 1.2 million units across the world, from North

America, to Europe, to Japan, making it a bona fide commercial hit. The game launched on May 29th in Japan, May 30th in North America and Europe, and May 31st in Australia.

Interestingly, this marks a continuation of Nintendo and its partners releasing quality software on the Wii U. Mario Kart 8, according to Nintendo, is the 14th Wii U game to launch in the US with an 85 or higher on Metacritic. As for IGN, we absolutely adored Mario Kart 8, giving it a 9.0.

In a statement, Nintendo of America's President and COO, Reggie Fils-Aime, writes that, "The early response to Mario Kart 8 demonstrates that the best days for Wii U are still ahead. This year's E3 is just days away, and it will be all about the future games for Nintendo platforms. This milestone is a great place to start!"

Global sales of the Mario Kart franchise which began on the Super Nintendo in the form of Super Mario Kart in 1992 have passed the 100 million sold mark as of late March, 2014. Mario Kart Wii remains the best-selling game in the franchise by a mile, selling an astounding 35.53 million units, though Mario Kart DS isn't far behind at 23.56 million units.

#### Five Things To Expect From Sony At E3

E3 is almost upon us! For Sony and its ascendant PS4, it's going to be hard to top last year's show stopping performance, where both a \$100 price difference and a total lack of controversial DRM policies delivered a knockout punch to Microsoft MSFT +0.68% and the Xbox One that it's still reeling from. That doesn't mean the company can rest on its laurels, though: Microsoft will be coming out swinging, and Sony still has to put on an exciting show to stay on top. Here are a few things we can expect they'll be bringing to the table on Monday:

Uncharted 4: The unflappable Nathan Drake was the standard bearer for the Playstation 3, and we can expect him to get a fresh PS4 makeover on Monday. Like Halo 5, this game won't be out until 2015, but we've already heard a lot of chatter that the graphics are going to blow our minds, and this is Sony's chance to do just that. Expect a cinematic preview with a bit of gameplay to follow, maybe even a live demo. Even if the game isn't far enough along for that, Sony and Naughty Dog want to remind us all that it's coming.

Morpheus: Virtual Reality is that great swirling strangeness on the edge of the videogames horizon, tantalizing us all with vague promises of an entirely new world of play. We first saw Morpheus at GDC, but we don't know much about it aside from the fact that it exists, and it works about as well as the Oculus Rift. We're a ways off from a commercial product, but it behooves Sony to keep this fresh in our consciousness. Expect Shuhei Yoshida to look absolutely charming as we watch him wave his way through an unannounced Morpheus title.

Some Vita, Not Much: Sony makes a handheld! It's called the Vita. It's actually quite nice! Though strange. The Vita isn't exactly Sony's proudest product right now, but it can't ignore the fact that it exists. I'd expect the company to play it up as a PS4 peripheral through remote play, probably by announcing a new Vita/PS4 bundle with a few cross-play

games thrown in. The Vita also gets some attention in our next bullet point, which is

Playstation Now: I'm torn on what we'll see about Playstation Now: I assume we'll get an update on how the beta is going and what magic we can expect from the program in the future, but aside from that it's hard to say. I doubt we'll get an actual launch date or prices, but I wouldn't be surprised if we get a small list of confirmed games (even ones that don't start with Uncharted) and a relative timeline. Either way, this feature is going to be very important to the Playstation ecosystem going forward, and Sony will need to spend some time on it.

More Games: The Order: 1886 got delayed, but it's still probably the farthest along in Sony's first party stable, so I'll bet my hat (a tasteful dark straw panama) that we'll be seeing more of that. Assassin's Creed is a Sony stand-by, so expect to see something from Unity. Aside from that, Driveclub will definitely make an appearance, as will a smattering of Indies. Other than that? There's always room for surprises.

Happy 30th Birthday, Tetris!

Tetris should never have become a hit, let alone a global sensation. But you just can't keep a great game down.

Today, Tetris celebrates its 30th birthday. Tetris creator Alexey Pajitnov says despite the obstacles, he knew the legendary puzzler was destined to be something special the moment he released it on June 6, 1984.

I felt it was a very addictive game when the first prototypes left my computer, he told Yahoo Games. I couldn't stop [playing], and then I saw my friends couldn't stop playing.

They certainly couldn't. Available on more than 50 platforms in more than 185 countries, Tetris has sold more than 140 million retail copies since its debut, far and away the most of any single video game. It's a pop-culture beast, counting the likes of Beyoncé, Patrick Stewart, and The Simpsons as fans. It's in New York's Museum of Modern Art. Heck, it's even been played on the side of buildings.

But it almost didn't happen.

Initially written while Pajitnov was working at the Soviet Academy of Sciences Computer Center in Moscow, Tetris began as a program to help assess the power of a Russian computer called an Elektronika 60. The name was a portmanteau of tennis and tetra, the Greek word for four (there are four bricks in every Tetris block).

Pirated copies soon began spreading across Europe, prompting a nightmarish licensing struggle between the Russian government and a number of European game publishers. The big loser? Pajitnov, who got cut out of millions in royalties raked in by the Kremlin.

That all changed thanks to Henk Rogers. As the owner of Bullet-Proof Software, Rogers was responsible for bringing games from around the world to Japan. He fell in love with Pajitnov's creation and went about securing the Western rights for the PC and the original Nintendo

Entertainment System. But where he really saw potential for it was on the upcoming Game Boy system.

To get those rights, he had to fly to Moscow and meet with Elektronorgtechnika (ELORG), the state-owned bureau in charge of importing and exporting software.

"I wasn't supposed to talk to any Soviets, and they weren't supposed to talk to me," he says. "I certainly wasn't supposed to do any business. So when I knocked on the door, it was a big surprise to them."

The meeting consisted of nine people (including some Rogers says were KGB types ), who grilled him for two hours. One of those nine was Pajitnov.

"Almost every week somebody came to knock on the door and ask for rights to Tetris," he says. "But when Henk came, I realized that he was a game developer and the right person for Tetris. That same night he came to my house and I showed him my other games. It was very exciting."

Securing the rights from Russia was one matter. Persuading Nintendo to bundle the game with the Game Boy was another. The company's original plan, Rogers says, was to include a Mario title with its new handheld, a proven method to attract players. But he strenuously argued with Minoru Arakawa, founder and then-president of Nintendo of America, to opt instead for Tetris.

"I told him, if you want little boys to play Game Boy, pack in Mario. But if you want everyone to play Game Boy, pack in Tetris," says Rogers, who is now managing director of The Tetris Company.

Rogers, of course, won the argument. The game went on to sell more than 35 million copies on the system, and its popularity has only increased through the years. The game has sold brilliantly on mobile devices more than 400 million copies while the Facebook Tetris Battle game has seen over 20 billion games to date.

And once you start, Tetris is hard to stop. For years players have found themselves seeing those pesky blocks fall even when they shut their eyes, a legit (and nightmarish) syndrome known as the Tetris effect.

The flip side is that Tetris also might be good for you. In February, Plymouth University found that playing Tetris for just three minutes can help reduce cravings for food, alcohol, and cigarettes. Last year, doctors at the Research Institute of the McGill University Health Centre found a variation of the game was effective at treating adult amblyopia, also known as lazy eye.

Now if they can just come up with a way to get that pesky theme song out of our heads

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## Everything Found in the Atari Desert Dig and Where It's Headed

E.T. is finally heading home after a long pit stop in the New Mexico desert, but strangely it seems that home could be the Smithsonian, among other places.

In late April, a documentary film crew got permission to excavate a section of a landfill in the town of Alamogordo where urban legend held that a struggling Atari had dumped many truck-loads of games and equipment three decades ago, including copies of its most legendary flop, a game based on the blockbuster film "E.T."

This bit of postmodern archaeology turned out to be a success, and according to city documents seen by the Alamogordo Daily News, a total of 1,377 games were found. Surprisingly, "E.T." was not the most popular title unearthed. Only 171 copies of the game were found, compared to 190 copies of "Centipede." Other popular games dug up included 116 Defenders, 59 Missile Commands, 99 Warlords, and 53 Asteroids.

In total, 60 different game titles came out of the landfill, but there's likely still much more underground. A consultant involved in the dig reported to city leaders that there could be nearly 800,000 more cartridges still buried in the landfill.

There appears to be a few reasons for leaving all those games in the ground (the hole dug has already been re-filled). The same consultant told the city commission that retrieving a relatively small amount of games makes them more valuable, but also noted that the documentary companies involved had to spend \$50,000 just to dig as deep as they did.

"The dig was a lot deeper, a lot more than they thought they would have to go," Alamogordo Mayor Susie Galea told Polygon later. "They thought it was going to be 18 feet down and it was 30 instead."

Galea told IGN that the city will be setting aside about 500 of the excavated games for museums, including the Smithsonian, and 100 will be given to the companies producing the film, leaving about 700 for the city to sell, possibly via a public auction.

The commission plans to meet June 10 to decide how to go about selling the cartridges. Here's hoping they set aside a few for New Mexico residents at a discounted rate.

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A-ONE's Headline News  
The Latest in Computer Technology News  
Compiled by: Dana P. Jacobson

The volume of email cloaked in encryption technology is rapidly rising as Google, Yahoo, Facebook and other major Internet companies try to shield their users' online communications from government spies and other snoops.

Google and other companies are now automatically encrypting all email, but that doesn't ensure confidentiality unless the recipients' email provider also adopts the technology.

In an analysis released Tuesday, Google Inc. said that about 65 percent of the messages sent by its Gmail users are encrypted while delivered, meaning the recipient's email provider also supports the technology. That's up from 39 percent in December. Incoming communiques to Gmail are less secure. Only 50 percent of them encrypted while in transit, up from 27 percent in December.

Encryption reduces the chances that email can be read by interlopers. The technology transforms the text into coding that looks like gibberish until it arrives at its destination.

Google and other Internet services rely on a form of encryption known as Transport Layer Security, or TLS. Security experts say that encryption method isn't as secure as other options. But encryption that is tougher to crack is also more complicated to use.

Gmail, with more than 425 million accounts worldwide, was one of the first free email services to embrace TLS. Yahoo, Facebook and AOL also are encrypting their email services. Microsoft Corp., whose stable of email services includes the Outlook, MSN and Hotmail domains, has started encrypting many accounts as part of transition that won't be completed until later this year.

Less than half of the correspondence from Hotmail accounts to Gmail wasn't encrypted as of late May, Google said. Security is even worse at Comcast.net and Verizon.net, where less than 1 percent of the traffic coming to and from Gmail is encrypted, according to Google.

Comcast spokesman Charlie Douglas said the Internet service provider plans to start encrypting email to and from Gmail accounts within the next few weeks. Microsoft reiterated that it is still rolling out encryption in its free email services.

Verizon didn't have an immediate comment on Google's statistics.

The Google report comes a year after the first wave of media reports about the U.S. government's intrusive techniques to monitor online communications and other Internet activity. The National Security Administration says its online surveillance focused on people living outside the U.S. as the agency tried to defuse threats of terrorism.

After lashing out at the government spying, Google and other Internet companies began encrypting email and other online services in an attempt to reassure users worried about their privacy. The Internet companies are hoping their efforts to thwart government surveillance will make Web surfers feel comfortable enough to continue to visit their services. The companies make more money from online ads if their audiences keep growing.

Edward Snowden, the former NSA contractor who leaked documents revealing the online espionage, is among critics who believe the encryption methods



deployed by Google and its peers are inadequate. In a March appearance at a technology conference, Snowden described TLS encryption as "deeply problematic" because U.S. government operatives merely needed to obtain a court order or hack into data centers to obtain users' emails and other information.

Like many privacy activists, Snowden prefers "end-to-end" encryption, a more complicated step that requires a key to decrypt the information contained in emails. These encrypted keys are only held by an email recipient, making it virtually impossible for an unauthorized user to know what's in the message. This form of encryption takes more technical expertise to do right and can cause more headaches if passwords are forgotten because they can't be reset. That raises the risk of the email being inaccessible even to the recipient.

Google hopes to make end-to-end encryption easier by releasing an extension for its Chrome browser later this year. The company released the coding for the planned extension to security specialists Tuesday in an effort to detect any weaknesses before making it available to everyone.

### Google Boosts Encrypted Email, Says Others Lag Behind

Google wants to ensure that its customers' email messages remain private, and has taken two more steps in that direction. With a work-in-progress Chrome extension that encrypts any kind of Web-based email exchange, and a transparency report that calls out other providers' lackluster email privacy practices, Google is both promoting its own services and thumbing its nose at its competitors.

The Chrome extension, not yet available to the general public, is called "End-to-End," and Google detailed it in a blog post. This extension will provide public-key encryption on both the sender's and the receiver's side (hence the "end-to-end" moniker) via the OpenPGP protocol for any data leaving your Chrome browser. If you send email, transfer a file or share sensitive code via End-to-End, the recipient will need to decrypt it. As such, Google envisions that End-to-End will only be used for extremely sensitive information.

What sets End-to-End apart from other email encryption services is that it will not require much technical know-how to use. Users will likely still need to be tech-savvier than the average home user, which is why Google hopes the tool will be of use to journalists, human-rights activists and other people who need secrecy, but not necessary top tech skills, in their professions. Interested users can download the alpha version via Google's coding website.

Google has also released a transparency report on email security, partially to boost its own Gmail service and partially to call out other email providers. After measuring how many inbound and outbound Gmail messages were encrypted in-transit, Google determined that Gmail is much better at encryption than most other email and Webmail clients.

By default, Gmail sends encrypted messages and decrypts messages upon receipt. This prevents unauthorized third parties from picking up and reading email while it's in transit between servers.

However, not every email service encrypts its messages on a regular basis, meaning that receiving them in Gmail is no more secure than sending them in the first place. Likewise, Gmail messages to unencrypted email services have no special protection; encryption is a two-way street, and both parties need to cooperate for it to work. Google found that 69 percent of outgoing Gmail messages were encrypted, whereas only 48 percent of incoming messages could say the same.

In terms of inbound traffic, email messages from Amazon, Facebook, Twitter and Yahoo were generally quite safe, whereas Constant Contact, eBay, Groupon and Hotmail were just begging to be spied upon. Yahoo also scored well in outbound traffic, as did AOL and Craigslist. Hotmail, however, was still unsecure, and both Comcast and Apple had almost no encryption whatsoever.

It's important to remember that in a Google-led study, it's natural that the results would favor Google. Still, Gmail does appear to be a more secure email service than many of its counterparts, and the eventual End-to-End extension could make it even more so.

Here We Go Again: New Vulnerability Discovered in Software That Gave Us Heartbleed

Security researchers have uncovered new bugs in the Web encryption software that caused the pernicious Heartbleed Internet threat that surfaced in April.

Experts said the newly discovered vulnerabilities in OpenSSL, which could allow hackers to spy on communications, do not appear to be as serious a threat as Heartbleed.

The new bugs were disclosed on Thursday as the group responsible for developing that software released an OpenSSL update that contains seven security fixes.

Experts said that websites and technology firms that use OpenSSL technology should install the update on their systems as quickly as possible. Still, they said that could take several days or weeks because companies need to first test systems to make sure they are compatible with the update.

"They are going to have to patch. This will take some time," said Lee Weiner, senior vice president with cybersecurity software maker Rapid7.

OpenSSL technology is used on about two-thirds of all websites, including ones run by Amazon.com, Facebook, Google, and Yahoo. It is also incorporated into thousands of technology products from companies, including Cisco Systems, Hewlett-Packard, IBM, Intel, and Oracle.

The widespread Heartbleed bug surfaced in April when it was disclosed that the flaw potentially exposed users of those websites and technologies to attack by hackers who could steal large quantities of data without leaving a trace. That prompted fear that attackers may have compromised large numbers of networks without their knowledge.

Security experts said Thursday that the newly discovered bugs are more difficult to exploit than Heartbleed, making those vulnerabilities less

of a threat.

Still, until users of the technology update their systems, there is a window of opportunity for sophisticated hackers to launch attacks and exploit the newly uncovered vulnerabilities, said Tal Klein, vice president of strategy with cloud security firm Adallom.

#### Are Cable Companies Faking the Support for Ending Net Neutrality?

The debate over net neutrality is only getting hotter this summer, with fiery support on both sides, or so it seems. According to a report in Vice however, one side of the debate may be more smoke and mirrors than real grassroots activism.

The idea is that many of the groups and industry organizations urging the FCC to allow different speed lanes for the Internet are partly or mostly created by cable companies to make it seem like there is a lot of support when in fact there isn't.

Plenty of politicians are getting donations from big cable companies, but that's a much more open and relatively transparent process from creating and funding an entire fake advocacy group to promote your cause.

In case you missed John Oliver explaining it. The basic fight is over whether the FCC should enforce net neutrality by declaring the Internet as a public utility it can regulate or not. If it doesn't, then it can't enforce net neutrality on cable providers and Comcast, Verizon or other ISPs could do what they want in terms of providing bandwidth to different websites.

ISPs don't want to be a utility for the simple reason that there's more money in it for them if they're not. They probably recognize though that most average people, when it's explained to them what's at stake, do not want to have to deal with possibly unreliable service depending on corporate machinations and would rather it all be equal and enshrined in law to remain so.

To combat that opinion, ISPs are using a combination of tools, some less savory than others according to Vice. Some include creating advocacy groups like Broadband for America, which apparently gets most of its funding from an ISP trade group. Members of that group used the Broadband for America letterhead to try to convince the FCC to not make the Internet a public utility, not exactly a public effort. The same goes for the American Consumer Institute, which purports to advocate for consumers but is again mainly funded, if indirectly by ISPs.

"Now let's hope the FCC does not make any further attempts to regulate broadband services, particularly with 1930s-era style common carrier regulation," wrote the ACI in a release after net neutrality was first struck down. "That result would only further stifle innovation and investment, and leave consumers much worse off in the end."

There's obviously a lot of money at stake and while Netflix and other Internet companies have spoken up strongly for net neutrality, there's no guarantee it will be restored. The fact that the FCC website actually crashed from so many comments supporting it after Oliver encouraged them certainly means the fight isn't over yet though. Like most political

influence fights, it will be a combination of money and organization that wins it for either side.

But these kind of efforts don't exactly endear companies like Comcast to its users. Having recently been rated worst company in America by theConsumerist, you'd think they'd be at least a little more circumspect.

#### Mt. Gox 'Willy' Accounts Artificially Inflated Bitcoin, Gamed Markets

According to a report released by an anonymous writer who claims to have interest in the bitcoin market, someone - either a hacker or an entity inside the company - was able to create dummy accounts, referred to as "Willy" by users familiar with their activity, and siphon coins away from the market while also artificially raising the cryptocurrency's value last November.

The report's writer used the information hackers publicly leaked during the fallout from the Mt. Gox bankruptcy in February. By compiling all of the relevant suspicious activity, a pattern became apparent.

"So basically, each time, (1) an account was created, (2) the account spent some very exact amount of USD to market-buy coins (\$2,500,000 was most common), (3) a new account was created very shortly after. Repeat. In total, a staggering ~\$112 million was spent to buy close to 270,000 BTC - the bulk of which was bought in November," the writer observed.

The writer went on to explain that the type of permissions the user was given pointed towards Willy's creator having inside access to the market's systems.

Whether the fraudster hacked the system or already had access was not clear.

The report's creator believes that all of this activity had a few consequences on the market, most of which turned out to be harmful on the developing cryptocurrency.

"So if you were wondering how Bitcoin suddenly appreciated in value by a factor of 10 within the span of one month, well, this may be why," he wrote. "Not Chinese investors, not the Silkroad bust - these events may have contributed, but they may not have been main reason."

Despite all of the bad news surrounding Mt. Gox, the value of Bitcoin has surged 25 percent over the past week.

#### Apple Announces New OS X Yosemite With Major Design Update

Apple announced a new desktop operating system, named OS X Yosemite, at its annual Worldwide Developers Conference Monday morning. The new system, named after California's famed national park, includes a more dynamic design, a personalized daily control panel, and new search options.

Apple's Senior Vice President of Software Engineering Craig Federighi introduced the new design, explaining that the company focused always on clarity as well as utility.

The new design features a frosted-glass look, including a translucent view for sidebars that, as Federighi says, helps maintain a sense of depth and place as you move your windows over each other. This new look is extended to apps like FaceTime, Contacts, and Reminders, and more closely resembles Apple's iOS operating system for tablets and laptops.

OS X Yosemite also includes a completely redesigned Spotlight search, which you can use to search your computer and which now calls up a search screen in the center of your monitor every time you want to find something on your computer. (The look is similar to a popular app for OS X called Alfred.) As before, it draws from the information stored on your hard drive, but also search services on the Internet via Bing, Wikipedia, or Yelp.

Additionally, people using the new OS 10.10 can switch to a dark mode, which allows for you to focus better on one main component on your screen, like Netflix or your work. The Mail app has also been updated, and now lets you send attachments up to 5GB in size and draw doodles and illustrations on photo attachments, too.

Apple's OS X operating system is far smaller than Microsoft's Windows, despite the struggles of the recent Windows 8. According to analytics at Net Applications, OS X accounts for under 8 percent of desktop computers, while Windows runs on over 90 percent of all computers.

Apple also introduced iCloud Drive, a Dropbox competitor that lets you store, access, and update files on other devices.

You will be able to control your entire schedule from an updated Notifications Center, which provides a Google Now-esque look at your Calendar, Reminders, Weather, Stocks, and any other widgets you want to personalize it with.

There's also a closer connection between the Mac and the iPhone, as my colleague Rafe Needleman notes here. A project called Continuity fuses many features of the iPhone and the Mac. You can now wirelessly connect your iPhone or iPad to your Mac, via Bluetooth, and begin a task on one device and complete it on the other. You can also view all of your text messages to your phone on your computer now (not just iMessages from other Apple devices) and make phone calls from your Mac, so long as your iPhone is within Bluetooth connection distance.

The operating system will be released in the fall and will be free.

#### HP Updates Chromebook 11, Lowers Price

While the insides remain the same, HP is updating the look of its 11-inch Chromebook with a fresh design, new colors, and a lower price of \$249. You should also expect less of a fire hazard, as the original Chromebook had to be pulled from the market for its faulty charger. Will this Chromebook be hotter (in a good way) than others in its price range?

Unlike the Google-influenced Chromebook 11, which had the same thickness

of 0.7 inches through the entire chassis, the newer Chromebook looks more like HP's 14-inch version, which tapers in thickness toward the front. However, the newer Chromebook is slightly thicker and heavier, at 0.81 inches and 2.69 pounds, compared with last year's 0.71 inches and 2.2 pounds.

Also gone is the glossy white plastic with red, green, blue, or yellow accents. Instead, HP will offer the Chromebook in either turquoise or white, which will cover the lid, bezel, and bottom. The keyboard deck is a silver color.

Internally, the new HP Chromebook has the same Samsung Exynos 5250 processor as its predecessor, which came out last fall. Like that system, it also has 2 GB of RAM and 16 GB of flash memory. It will have two USB ports and a headphone jack, and its 11-inch display has a resolution of 1366 x 768.

HP estimates that the new Chromebook will last up to 6.25 hours on a charge, which is just 15 minutes longer than the company's estimate for the older Chromebook 11. However, we found that the earlier version lasted just 3 hours and 54 minutes on the Peacekeeper Browser Test, well below other Chromebooks of this size.

For now, the \$199 Acer C720 Chromebook remains the best bargain, which offers zippy Intel Celeron performance for less money. That Chromebook also lasted about 6.5 hours on a charge, much longer than the earlier Chromebook 11. We look forward to putting HP's new effort through its paces once we can get it into the lab to see how much it has improved.

## Microsoft Finally Has Some Good News for Windows 8.1

When Tim Cook took the stage yesterday, he was out for blood. One of his most vicious attacks came in the form of an OS market share comparison, in which he noted that while Mavericks had already been installed on more than half of OS X computers, Windows 8 was still struggling to top 15%. There's no doubt that Microsoft is struggling to convince users to migrate, but the latest data from Net Applications has a silver lining: Windows 8.1 has finally attained a higher market share than Windows 8.

As The Next Web points out, it has taken Windows 8.1 seven months to overtake its predecessor, which has all but stalled out in terms of growth. In fact, Windows 8 actually lost 0.07% of the market share while Windows 8.1 snagged 0.47%, combining for a disappointing 0.40% growth of all Windows 8 software.

Perhaps unsurprisingly, Windows 7 has continued to grow at a faster rate than Windows 8 and Windows 8.1 combined, bringing in an additional 0.79% of the market to push the last-gen OS over 50% of the total share. Windows XP has finally started its steady decline now that Microsoft has ended support for the 13-year-old OS once and for all, but it still retains over 1/4 of the market share.

OS X might not be in contention for the most popular operating system, but keeping customers up-to-date with the latest software has given Apple a major PR advantage over the fragmented Windows audience.

## No Start Menu for Windows 8 Until 2015

While several rumors indicated that the Start menu might make its way to Windows 8 this summer in Microsoft's next major update to the OS, ZDNet.com reports that this addition has been postponed to 2015.

In early April, at its Build 2014 developer conference, Microsoft demonstrated a new Start menu and other features designed to bridge the gap between the classic Windows interface and the somewhat controversial Metro interface of Windows 8. This had several tech journalists speculating that a version of the Start button would be introduced with the next major Windows 8 update - which is expected to be released this August.

The rumor continued to swirl until ZDNet explained that, according to its unnamed sources of Windows information, this type of menu will not make its way to Windows 8 until the next version of Windows, which is codenamed Threshold and due out in spring 2015.

This new operating system (Windows 9?) is expected to make its debut at the next edition of Microsoft's Build developer conference, which will take place in April 2015.

## Project One-Ups Google Glass Bans By Wirelessly Blocking 'Glassholes'

Google Inc.'s Glass headset computer continues to draw critics, as people disturbed by the wearable's ability to take hands-free photos and video look to block its use in public.

A German artist has developed one solution to banning unwanted Glass users, or "Glassholes," from public areas: a program that can detect and kick them off of Wi-Fi networks. Julian Oliver has developed Glasshole.sh, software he says detects a string of characters used by Google Glass when it connects to a Wi-Fi network.

With Glasshole.sh installed on a mini-computer like a Raspberry Pi connected to a USB Wi-Fi antenna, Oliver claims, the program can detect Google Glass users on wireless networks. When a Glass user is connected, the device impersonates the Wi-Fi network, sending Google's headset a command that cancels its Wi-Fi connection.

It can also beep when a person wearing Google Glass comes within range. Oliver told Wired Magazine that he developed a device when a fellow artist was bothered by Glass-wearing folks attending his art exhibit, thinking they might be recording. In certain situations and in specific places, Oliver said, anyone with the headset could be a Glasshole because you can't tell if they're recording.

Like cellphone-jamming devices installed in some libraries and public buildings, Oliver said the use of Glasshole.sh was legal as long as the user was the owner of the wireless network it's used on. Oliver didn't respond to a request for comment on whether he was working on a similar project: to jam smartphones placed in their owners' shirt pockets or hung around the neck, which can surreptitiously record surroundings.

Google followed up a sellout one-day sale last month by opening Glass sales to anyone over the age of 18 with a U.S. shipping address to purchase the \$1,500 wearable. Google initially said it would offer Glass while supplies last and has offered the device online since May 13.

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